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1 [A multi-view intelligent editor for digital video libraries](#)

 Brad A. Myers, Juan P. Casares, Scott Stevens, Laura Dabbish, Dan Yocum, Albert Corbett
 January 2001 **Proceedings of the first ACM/IEEE-CS joint conference on Digital libraries**

Full text available: pdf(7.73 MB)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Silver is an authoring tool that aims to allow novice users to edit digital video. The goal is to make editing of digital video as easy as text editing. Silver provides multiple coordinated views, including project, source, outline, subject, storyboard, textual transcript and timeline views. Selections and edits in any view are synchronized with all other views. A variety of recognition algorithms are applied to the video and audio content and then are used to aid in the editing tasks. The ...

Keywords: digital video editing, informedia, multimedia authoring, silver, video library

2 [Key frame preview techniques for video browsing](#)

 Anita Komlodi, Gary Marchionini
 May 1998 **Proceedings of the third ACM conference on Digital libraries**

Full text available: pdf(1.10 MB)

 Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

3 [Session 12: interfacing stored media II: Creating music videos using automatic media analysis](#)

 Jonathan Foote, Matthew Cooper, Andreas Girgensohn
 December 2002 **Proceedings of the tenth ACM international conference on Multimedia**

Full text available: pdf(1.19 MB)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

We present methods for automatic and semi-automatic creation of music videos, given an arbitrary audio soundtrack and source video. Significant audio changes are automatically detected; similarly, the source video is automatically segmented and analyzed for suitability based on camera motion and exposure. Video with excessive camera motion or poor contrast is penalized with a high unsuitability score, and is more likely to be discarded in the final edit. High quality video clips are then automat ...

Keywords: audio analysis, music video, video analysis, video editing

4

[A multimedia system for authoring motion pictures](#)


Ronald Baecker, Alan J. Rosenthal, Naomi Friedlander, Eric Smith, Andrew Cohen
February 1997 **Proceedings of the fourth ACM international conference on Multimedia**

Full text available:  pdf(1.48 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

5 Video mosaic: laying out time in a physical space

W. Mackay, D. Pagani

October 1994 **Proceedings of the second ACM international conference on Multimedia**

Full text available:  pdf(975.05 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Paper video storyboards are still in use by even very experienced video producers with access to the most advanced video editing software. An analysis of the characteristics of paper and on-line editing provide an overlapping but distinct set of benefits (and problems). Paper provides the user with the ability to lay out various temporal sequences over a large spatial area and the ability to quickly sketch, annotate and rearrange the relevant video clips. On-line editing provides users with ...

Keywords: augmented reality, paper user interfaces, storyboards, video editing

6 Retrieving and visualizing video

Boon-Lock Yeo, Minerva M. Yeung

December 1997 **Communications of the ACM**, Volume 40 Issue 12

Full text available:  pdf(2.01 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

7 Using Java to implement a multimedia annotation environment for young children

Afrodite Sevasti, Bouras Christos

October 2000 **Proceedings of the eighth ACM international conference on Multimedia**

Full text available:  pdf(796.37 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The exceptional advent and dominance of interactive multimedia applications in our days has led to the need for their exploitation for educational, among many other, purposes. In this work, we present the design and implementation of a multimedia annotation environment for young children using the Java 2 Platform. This environment was developed to provide children of ages 4 to 8 with the opportunity to reflect upon and annotate episodes from their everyday life.

Our aim was to exploit ...

Keywords: Java, hypermedia interface, interactive multimedia, media integration, synchronization, video annotation, video browsing

8 Key to effective video retrieval: effective cataloging and browsing

Dulce Ponceleon, Savitha Srinivasan, Arnon Amir, Dragutin Petkovic, Dan Diklic

September 1998 **Proceedings of the sixth ACM international conference on Multimedia**

Full text available:  pdf(1.03 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)


Keywords: cataloger, digital library creation, multiview storyboard, speech recognition, video annotation, video search and browse, video segmentation

9

Video Retrieval and Browsing: Learning video browsing behavior and its application in

the generation of video previews

Tanveer Syeda-Mahmood, Dulce Ponceleon

October 2001 **Proceedings of the ninth ACM international conference on Multimedia**Full text available:  pdf(1.86 MB)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

With more and more streaming media servers becoming commonplace, streaming video has now become a popular medium of instruction, advertisement, and entertainment. With such prevalence comes a new challenge to the servers: Can they track browsing behavior of users to determine what interest users? Learning this information is potentially valuable not only for improved customer tracking and context-sensitive e-commerce, but also in the generation of fast previews of videos for easy pre-downloads. ...

Keywords: audio, browsing behavior, interesting content, learning, topics, video previews

10 A video retrieval and sequencing system

Tat-Seng Chua, Li-Qun Ruan


October 1995 **ACM Transactions on Information Systems (TOIS)**, Volume 13 Issue 4Full text available:  pdf(3.20 MB)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Video is an effective medium for capturing the events in the real world around us, and a vast amount of video materials exists, covering a wide range of applications. However, widespread use of video in computer applications is often impeded by the lack of effective tools to manage video information systematically. This article discusses the design and implementation of a frame-based video retrieval and sequencing system (VRSS). The system is designed to support the entire process of video ...

Keywords: cinematic rules, frame-based modeling, multimedia, video retrieval, virtual editing

11 Section 03: tools: Simplifying video editing using metadata

Juan Casares, A. Chris Long, Brad A. Myers, Rishi Bhatnagar, Scott M. Stevens, Laura Dabbish, Dan Yocum, Albert Corbett

June 2002 **Proceedings of the conference on Designing interactive systems: processes, practices, methods, and techniques**Full text available:  pdf(2.91 MB)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Digital video is becoming increasingly ubiquitous. However, editing video remains difficult for several reasons: it is a time-based medium, it has dual tracks of audio and video, and current tools force users to work at the smallest level of detail. Based on interviews with professional video editors, we developed a video editor, called Silver, that uses metadata to make digital video editing more accessible to novices. To help users visualize video, Silver provides multiple views with different ...

Keywords: Informedia., Silver, digital video editing, metadata, multimedia authoring

12 The retreat from usability: user documentation in the post-usability era

Edmond H. Weiss

March 1995 **ACM SIGDOC Asterisk Journal of Computer Documentation**, Volume 19 Issue 1Full text available:  pdf(1.60 MB)Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

During the 1980s, developers and documentors collaborated on a joint mission: to make applications (and their manuals) as usable as possible: easy-to-learn, easy-to-operate, and therefore more useful. In recent years, however, developers have substantially retreated from this protective approach to users, placing a greater emphasis on flexibility, feature-richness, and customizability, none of which is consistent with the traditional, technical

communicator's model of usability. New conceptions ...

13 Poster session and reception: Task oriented non-linear method for interactive hypervideo media editing systems

Dr. Portnykh Vladimir, Dr. Kim Deok-Ho

December 2002 **Proceedings of the tenth ACM international conference on Multimedia**

Full text available:  pdf(94.82 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

An apparatus and method for home and professional media editing aims is presented. The method uses task -oriented approach rather than well-known "timeline" or "storyboard" ways for dealing with media (video and audio) resources. The aim of this paper is to describe AVSEL, a language that can be used for formalization of user actions during editing video resources. In particular, logic aspects of editing process is underlined, namely, editing process is considered as process of making decisions ...

Keywords: hypervideo editing systems, meta-language, optimization

14 A semi-automatic approach to home video editing

Andreas Girgensohn, John Boreczky, Patrick Chiu, John Doherty, Jonathan Foote, Gene Golovchinsky, Shingo Uchihashi, Lynn Wilcox

November 2000 **Proceedings of the 13th annual ACM symposium on User interface software and technology**

Full text available:  pdf(1.06 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: automatic video clip extraction, video analysis, video editing, video exploration

15 A hierarchical access control model for video database systems

Elisa Bertino, Jianping Fan, Elena Ferrari, Mohand-Said Hacid, Ahmed K. Elmagarmid, Xingquan Zhu

April 2003 **ACM Transactions on Information Systems (TOIS)**, Volume 21 Issue 2

Full text available:  pdf(6.27 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Content-based video database access control is becoming very important, but it depends on the progresses of the following related research issues: (a) efficient video analysis for supporting semantic visual concept representation; (b) effective video database indexing structure; (c) the development of suitable video database models; and (d) the development of access control models tailored to the characteristics of video data. In this paper, we propose a novel approach to support multilevel access ...

Keywords: Video database models, access control, indexing schemes

16 Status report of the graphic standards planning committee

Computer Graphics staff

August 1979 **ACM SIGGRAPH Computer Graphics**, Volume 13 Issue 3

Full text available:  pdf(15.01 MB) Additional Information: [full citation](#), [references](#), [citations](#)

17 Video abstracting

Rainer Lienhart, Silvia Pfeiffer, Wolfgang Effelsberg


December 1997 **Communications of the ACM**, Volume 40 Issue 12

Full text available:  pdf(2.51 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

18 Techniques for on-screen shapes, text and handwriting: The kinedit system: affective messages using dynamic texts

Jodi Forlizzi, Johnny Lee, Scott Hudson

April 2003 **Proceedings of the conference on Human factors in computing systems**

Full text available:  pdf(1.47 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Kinetic (dynamic) typography has demonstrated the ability to add significant emotive content and appeal to expressive text, allowing some of the qualities normally found in film and the spoken word to be added to static text. Kinetic typography has been widely and successfully used in film title sequences as well as television and computer-based advertising. However, its communicative abilities have not been widely studied, and its potential has rarely been exploited outside these areas. This is ...

Keywords: editing tools, expressive communications, kinetic typography

19 Video artifacts for design: bridging the Gap between abstraction and detail

Wendy E. Mackay, Anne V. Ratzer, Paul Janecek

August 2000 **Proceedings of the conference on Designing interactive systems: processes, practices, methods, and techniques**

Full text available:  pdf(704.29 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Video artifacts help bridge the gap between abstraction and detail in the design process. This paper describes how our use and re-use of video artifacts affected the re-design of a graphical editor for building, simulating, and analyzing Coloured Petri Nets. The two primary goals of the project were to create design abstractions that integrate recent advances in graphical interaction techniques and to explicitly support specific patterns of use of Petri nets in real-world settings.

Keywords: colored petri nets, design abstraction, design process, marking menus, participatory design, scenario-based design, toolglasses, video artifacts, video brainstorming, video prototyping

20 Image annotation and video summarization: Video summarization based on user log enhanced link analysis

Bin Yu, Wei-Ying Ma, Klara Nahrstedt, Hong-Jiang Zhang

November 2003 **Proceedings of the eleventh ACM international conference on Multimedia**

Full text available:  pdf(771.50 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Efficient video data management calls for intelligent video summarization tools that automatically generate concise video summaries for fast skimming and browsing. Traditional video summarization techniques are based on low-level feature analysis, which generally fails to capture the semantics of video content. Our vision is that users unintentionally embed their understanding of the video content in their interaction with computers. This valuable knowledge, which is difficult for computers to l ...

Keywords: link analysis, log mining, skimming, user behavior, video content analysis, video summarization

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